

For
Atari® 2600
VCS™

XONOX™
HI-RES GRAPHICS

MOTOCROSS RACER™

GAME INSTRUCTIONS

Race
against time in
bone-jarring off-
road motorcycle
racing in three events.

You first must qualify in
the Desert Scramble
where you race across the
desert avoiding the prickly
cactus, desert creatures, rocks,
etc. in a race of speed and time.

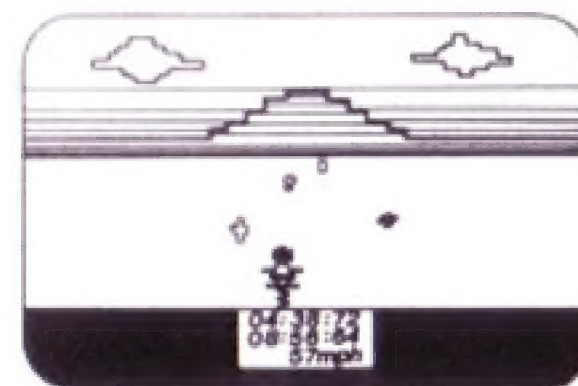
Hit an object and your dirt bike
slows down. Hit too many and you
won't qualify for the next race. The

Hill Climb is a torturous race up a
switchback mountain full of obstacles.
Speed is important but control is vital or
you'll be out of the race. Qualify with a fast
time and you're in the Beach Sprint against
other qualifiers in an all-out dash for the
championship.

Get Ready to Play MOTOCROSS RACER™

1. Hook up your video game system. Follow the manufacturer's directions.
2. Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.
3. Now turn the power "ON". If no picture appears, check the connection of your game console to TV; then repeat steps 1, 2, and 3.
4. Plug in left joystick controller. One player at a time only. Hold joystick with red button in upper left position. Alternate turns when playing with friends.
5. To begin or start a new game, press "GAME RESET" or "FIRE BUTTON".

NOTE: You may need to adjust your Verticle Hold on your TV.



MOTOCROSS RACER Video Game

Bone-jarring off-road motorcycle racing in three events. The Desert Scramble is a race of speed and time as you avoid cactus, desert creatures, rocks, and sagebrush. The Hill Climb is a torturous race up a switchback mountain full of obstacles, where your skill and control will really be tested. Qualify with a fast time and you're in the Beach Sprint against other qualifiers in an all out dash for the championship!

1. OBJECT OF THE GAME:

Race and qualify in each of three motocross events while avoiding obstacles and scoring the LOWEST time through the race.

2. CONTROLS:

Play with the LEFT JOYSTICK controller. One player at a time only. Alternate turns when playing with friends.

3. SCORE DISPLAY:

At the bottom of the screen is your Score Display. The top number is your Elapsed Time, the middle number is the Pace Time (the average time for the skill level selected), and the bottom shows your current Miles Per Hour (MPH). When you are ahead of the Pace Time, the background will change from red to green.

4. SKILL LEVELS:

There are four skill levels which can be selected, prior to starting the game, by using the game console's difficulty switches. Each level increases the Pace Time required to qualify.

SKILL LEVEL	DIFFICULTY SETTING	AVERAGE PACE
AMATEUR	BB	20 MPH
NOVICE	BA	30 MPH
PROFESSIONAL	AB	40 MPH
EXPERT	AA	50 MPH

GAME LAYOUT:

MOTOCROSS RACER is made up of three exciting races over different terrains and conditions so that your video motorcycle driving skills will truly be tested.

DESERT SCRAMBLE:

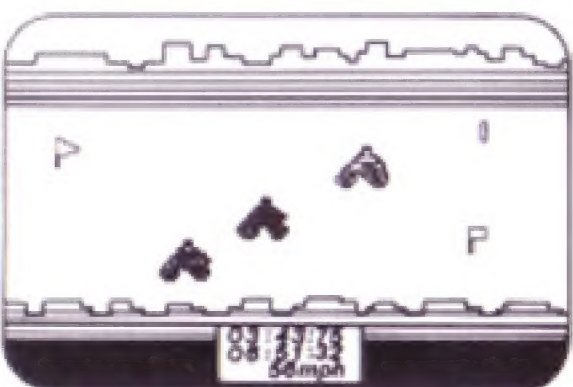
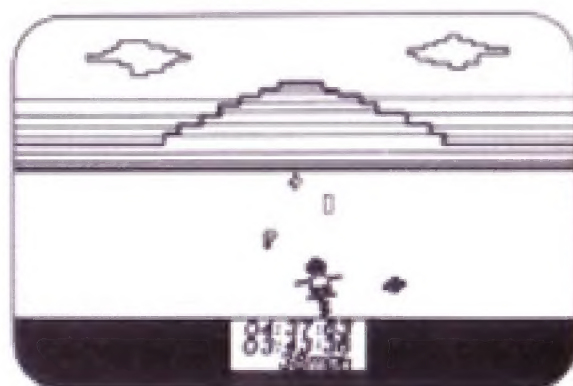
First comes a race across the flat desert where objects (cactus, desert creatures, rocks, and sagebrush) must be avoided or you'll crash. Each crash decreases your bike's performance and if you have five crashes you'll be unable to finish the race. When you reach the Mountain and if you beat the Pace Time, you'll proceed to the next race.

HILL CLIMB:

The Hill Climb is a race up a mountain logging road. You must try to stay on the road or you will lose valuable time. Avoid the obstacles in the roadway (logs, mud holes, rock slides, and trees) and try to maintain your low Elapsed Time so that you can qualify for the Beach Sprint. Your motorcycle will be repaired before each race, so again you have a maximum of five collisions before your motorcycle is no longer able to continue the race.

BEACH SPRINT:

The last of the motocross races is the Beach Sprint. Here you race against other qualifiers on the sandy beaches between the dunes and the ocean. Again you must avoid the various obstacles in front of you that can cause a crash, but also you must watch out for the other riders in front of AND behind you! Race to the finish line and check your Elapsed Time. Lowest score wins.



PLAY ACTION — DESERT SCRAMBLE:

When you turn on the game, the Motocross Racer is at the XONOX starting line on his off-road motorcycle and ready to begin racing. Hit the FIRE BUTTON or GAME RESET and start.

In the beginning, your motorcycle is capable of 100 MPH top speed, but with each crash into an obstacle, your bike is damaged and therefore capable of successively lower speeds. Five crashes and you are out of the race. Using your JOYSTICK to maneuver the racer (forward to increase speed, pull back to slow down, and left or right for turns) your object is to cross the desert with the best speed possible and with the lowest Elapsed Time.

Your Score Display shows the Pace Time below your Elapsed Time. The Pace Time is the average or qualifying time for the skill level selected. Practice on the lowest skill levels until you improve. When you are ahead of the Pace Time, the background will turn from red to green. You must finish the race across the flat desert in order to qualify for the next race.

PLAY ACTION — HILL CLIMB:

If you qualified for the second race by beating the Pace Time, you will automatically advance to the start of the Hill Climb. Again, use your JOYSTICK to accelerate, slow down, and turn your motorcycle. You must stay on the course or you will lose valuable time. Avoid hitting the rock slides, trees, mud holes, and piles of logs as you race up the mountain. Keep in mind your speed in relation to the Pace Time. It's better to finish the race than to go too fast and total your bike.

PLAY ACTION — BEACH SPRINT

The last of the three races is a sprint race against other "qualifiers" in your skill level. This race takes place on the sand flats between high sand dunes and the ocean. Again, you must watch out for various obstacles in front of you (flags, beach blankets, volleyball nets, etc.), and you must take care not to crash into your competitors that are in front of AND coming up behind you! Practice your skills and score well and soon you will be able to move up to the higher qualifying times of the more skilled Motocross Racers.

KNOW YOUR MOTORCYCLE

Your off-road motocross motorcycle is designed to take the tough punishment of dirt racing. It has a top speed of 100 MPH, but with each crash you have its top speed decreases and its ability to brake quickly is impaired. After your first crash, the top speed drops to 90 MPH. The second crash reduces the speed to 75 MPH, the third to 55 MPH, and the fourth crash to 30 MPH. On your fifth crash the motorcycle will not run any more and you'll have to wait for the next race (press RESET) to try again.

REPAIRS

At the beginning of each race (Desert Scramble, Hill Climb, and Beach Sprint) you have been given enough time to fully repair your motocross racer, so it will be capable of doing the maximum speed for each race. Again, each crash will slow its top speed as described.

Winners Log

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90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

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